

THE PATRIOT

HOLD IT RIGHT THERE, SUKHOV!



ONE-SHOT

ALL DAMAGE DEALT BY MINUTE MAN IS DOUBLED.

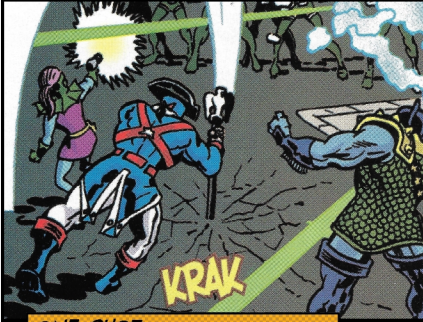
"FOR FREEDOM!"
- MINUTE MAN #1

SENTINELS OF THE MULTIVERSE



MINUTE MAN

BASH



ONE-SHOT

DESTROY ONE ONGOING OR ENVIRONMENT CARD. IF YOU DO, THEN MINUTE MAN DEALS HIMSELF 2 MELEE DAMAGE.

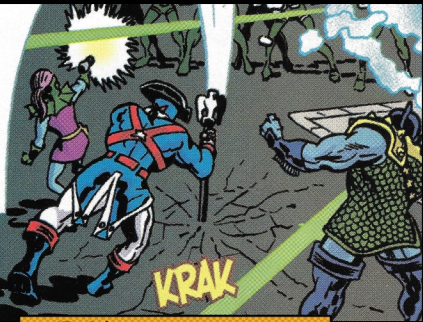
"THERE HAS TO BE A WAY!"
- FREEDOM FORCE #6

SENTINELS OF THE MULTIVERSE



MINUTE MAN

BASH



ONE-SHOT

DESTROY ONE ONGOING OR ENVIRONMENT CARD. IF YOU DO, THEN MINUTE MAN DEALS HIMSELF 2 MELEE DAMAGE.

"THERE HAS TO BE A WAY!"
- FREEDOM FORCE #6

SENTINELS OF THE MULTIVERSE



MINUTE MAN

BASH



ONE-SHOT

DESTROY ONE ONGOING OR ENVIRONMENT CARD. IF YOU DO, THEN MINUTE MAN DEALS HIMSELF 2 MELEE DAMAGE.

"THERE HAS TO BE A WAY!"
- FREEDOM FORCE #6

SENTINELS OF THE MULTIVERSE



MINUTE MAN

300-PERCENTER



ONE-SHOT

ALL DAMAGE DEALT BY MINUTE MAN IS INCREASED BY 2 THIS TURN.

"FEELS LIKE I COULD LIFT A THOUSAND POUNDS!"
- FREEDOM FORCE #1

SENTINELS OF THE MULTIVERSE



MINUTE MAN

300-PERCENTER



ONE-SHOT

ALL DAMAGE DEALT BY MINUTE MAN IS INCREASED BY 2 THIS TURN.

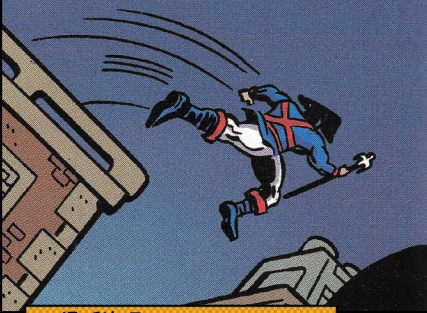
"FEELS LIKE I COULD LIFT A THOUSAND POUNDS!"
- FREEDOM FORCE #1

SENTINELS OF THE MULTIVERSE



MINUTE MAN

JUMPER



ONE-SHOT

MINUTE MAN IS IMMUNE TO DAMAGE CAUSED BY ENVIRONMENT CARDS UNTIL HIS NEXT TURN.

"IF I CAN JUST LEAP OVER THIS WALL, THEN THAT MONSTER WON'T BE ABLE TO TOUCH ME!"
- MINUTE MAN #76

SENTINELS OF THE MULTIVERSE



MINUTE MAN

JUMPER



ONE-SHOT

MINUTE MAN IS IMMUNE TO DAMAGE CAUSED BY ENVIRONMENT CARDS UNTIL HIS NEXT TURN.

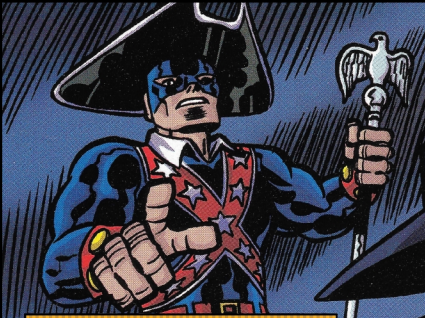
"IF I CAN JUST LEAP OVER THIS WALL, THEN THAT MONSTER WON'T BE ABLE TO TOUCH ME!"
- MINUTE MAN #76

SENTINELS OF THE MULTIVERSE



MINUTE MAN

HEROIC



ONE-SHOT

ONE HERO MAY REGAIN 2 HP NOW.

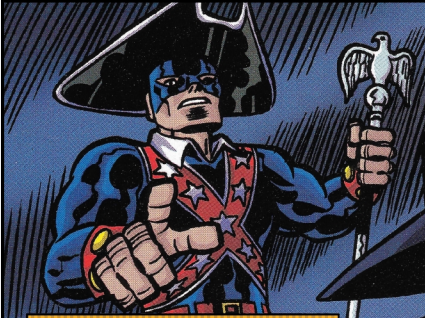
"SON, TAKE A BREATHER - YOU'VE DONE YOUR COUNTRY PROUD TODAY!"
- MINUTE MAN #119

SENTINELS OF THE MULTIVERSE



★
MINUTE MAN

HEROIC



ONE-SHOT

ONE HERO MAY REGAIN 2 HP NOW.

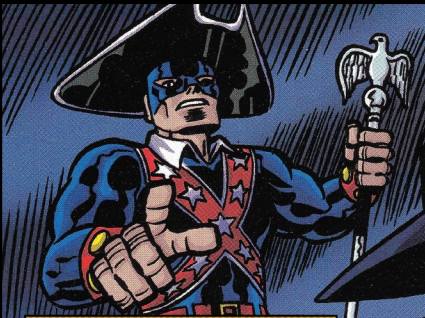
"SON, TAKE A BREATHER - YOU'VE DONE YOUR COUNTRY PROUD TODAY!"
- MINUTE MAN #119

SENTINELS OF THE MULTIVERSE



★
MINUTE MAN

HEROIC



ONE-SHOT

ONE HERO MAY REGAIN 2 HP NOW.

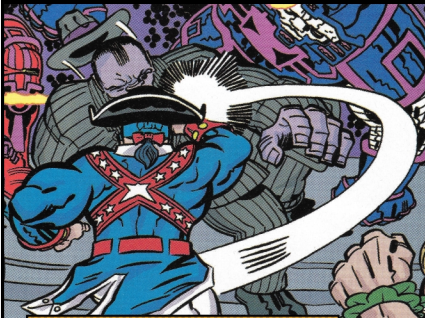
"SON, TAKE A BREATHER - YOU'VE DONE YOUR COUNTRY PROUD TODAY!"
- MINUTE MAN #119

SENTINELS OF THE MULTIVERSE



★
MINUTE MAN

SMASH



ONGOING

POWER: MINUTE MAN DEALS 1 TARGET 3 IRREDUCIBLE MELEE DAMAGE.

"LAD, SOMETIMES EVIL JUST NEEDS A GOOD SOCK IN THE JAW!"
- SON OF LIBERTY #2

SENTINELS OF THE MULTIVERSE



★
MINUTE MAN

SMASH



ONGOING

POWER: MINUTE MAN DEALS 1 TARGET 3 IRREDUCIBLE MELEE DAMAGE.

"LAD, SOMETIMES EVIL JUST NEEDS A GOOD SOCK IN THE JAW!"
- SON OF LIBERTY #2

SENTINELS OF THE MULTIVERSE



MINUTE MAN

SMASH



ONGOING

POWER: MINUTE MAN DEALS 1 TARGET 3 IRREDUCIBLE MELEE DAMAGE.

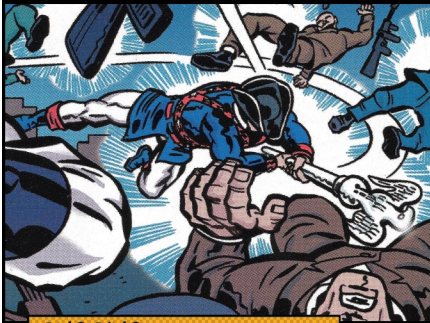
"LAD, SOMETIMES EVIL JUST NEEDS A GOOD SOCK IN THE JAW!"
- SON OF LIBERTY #2

SENTINELS OF THE MULTIVERSE



MINUTE MAN

STRIKE FOR FREEDOM



ONGOING

POWER: MINUTE MAN DEALS UP TO 3 TARGETS 1 MELEE DAMAGE EACH.

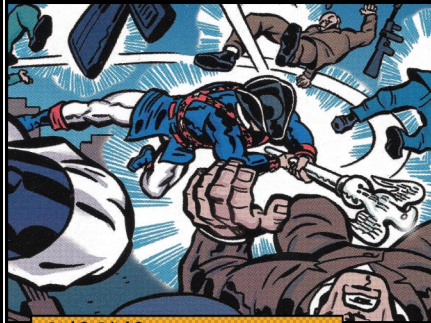
"TASTE A LITTLE OF MY JUSTICE, CREEPS!"
- MINUTE MAN #101

SENTINELS OF THE MULTIVERSE



MINUTE MAN

STRIKE FOR FREEDOM



ONGOING

POWER: MINUTE MAN DEALS UP TO 3 TARGETS 1 MELEE DAMAGE EACH.

"TASTE A LITTLE OF MY JUSTICE, CREEPS!"
- MINUTE MAN #101

SENTINELS OF THE MULTIVERSE



MINUTE MAN

STRIKE FOR FREEDOM



ONGOING

POWER: MINUTE MAN DEALS UP TO 3 TARGETS 1 MELEE DAMAGE EACH.

"TASTE A LITTLE OF MY JUSTICE, CREEPS!"
- MINUTE MAN #101

SENTINELS OF THE MULTIVERSE



DISCIPLINED



ONE-SHOT

MINUTE MAN IS IMMUNE TO THE TYPE OF DAMAGE OF YOUR CHOICE UNTIL THE START OF YOUR NEXT ROUND.

"I MUST CONCENTRATE! FOCUS ALL OF MY POWER INTO RESISTING!"
- MINUTE MAN #35

SENTINELS OF THE MULTIVERSE



DISCIPLINED



ONE-SHOT

MINUTE MAN IS IMMUNE TO THE TYPE OF DAMAGE OF YOUR CHOICE UNTIL THE START OF YOUR NEXT ROUND.

"I MUST CONCENTRATE! FOCUS ALL OF MY POWER INTO RESISTING!"
- MINUTE MAN #35

SENTINELS OF THE MULTIVERSE



DISCIPLINED



ONE-SHOT

MINUTE MAN IS IMMUNE TO THE TYPE OF DAMAGE OF YOUR CHOICE UNTIL THE START OF YOUR NEXT ROUND.

"I MUST CONCENTRATE! FOCUS ALL OF MY POWER INTO RESISTING!"
- MINUTE MAN #35

SENTINELS OF THE MULTIVERSE



EXTRA HEROIC



ONE-SHOT

ONE HERO MAY INCREASE THE DAMAGE THAT THEY DEAL BY 2 UNTIL THE START OF YOUR NEXT TURN.

"BY GOLLY, LET'S SHOW HIM WHAT-FOR!"
- FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE



MINUTE MAN

EXTRA HEROIC



ONE-SHOT

ONE HERO MAY INCREASE THE DAMAGE THAT THEY DEAL BY 2 UNTIL THE START OF YOUR NEXT TURN.

"BY GOLLY, LET'S SHOW HIM WHAT-FOR!"
- FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE



MINUTE MAN

EXTRA HEROIC



ONE-SHOT

ONE HERO MAY INCREASE THE DAMAGE THAT THEY DEAL BY 2 UNTIL THE START OF YOUR NEXT TURN.

"BY GOLLY, LET'S SHOW HIM WHAT-FOR!"
- FREEDOM FORCE #3

SENTINELS OF THE MULTIVERSE



MINUTE MAN

MINUTE MISSILE



ONE-SHOT

MINUTE MAN DEALS 1 TARGET 1 ENERGY DAMAGE. TARGETS THAT TAKE DAMAGE THIS WAY CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.

"DID I EVER TELL YOU THAT I USED TO DESIGN MISSILES FOR THE GOVERNMENT?"
- SON OF LIBERTY #1

SENTINELS OF THE MULTIVERSE



MINUTE MAN

MINUTE MISSILE



I'LL STOP HIM!

ONE-SHOT

MINUTE MAN DEALS 1 TARGET 1 ENERGY DAMAGE. TARGETS THAT TAKE DAMAGE THIS WAY CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.

"DID I EVER TELL YOU THAT I USED TO DESIGN MISSILES FOR THE GOVERNMENT?"
- SON OF LIBERTY #1

SENTINELS OF THE MULTIVERSE



★
MINUTE MAN

MINUTE MISSILE



I'LL STOP HIM!

ONE-SHOT

MINUTE MAN DEALS 1 TARGET 1 ENERGY DAMAGE. TARGETS THAT TAKE DAMAGE THIS WAY CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.

"DID I EVER TELL YOU THAT I USED TO DESIGN MISSILES FOR THE GOVERNMENT?"
- SON OF LIBERTY #1

SENTINELS OF THE MULTIVERSE



★
MINUTE MAN

NATIONAL GUARD



YOU CAN DISH IT OUT - BUT CAN YOU TAKE IT?

ONGOING

WHENEVER MINUTE MAN WOULD BE DEALT DAMAGE BY A VILLAIN TARGET, YOU MAY DESTROY THIS CARD. IF YOU DO, REDIRECT THAT DAMAGE TO THE TARGET OF YOUR CHOICE. THEN, DRAW A CARD.

"I'M GONNA GIVE THESE RATZIS A TASTE OF THEIR OWN MEDICINE!"
- SON OF LIBERTY #11

SENTINELS OF THE MULTIVERSE



★
MINUTE MAN

NATIONAL GUARD



YOU CAN DISH IT OUT - BUT CAN YOU TAKE IT?

ONGOING

WHENEVER MINUTE MAN WOULD BE DEALT DAMAGE BY A VILLAIN TARGET, YOU MAY DESTROY THIS CARD. IF YOU DO, REDIRECT THAT DAMAGE TO THE TARGET OF YOUR CHOICE. THEN, DRAW A CARD.

"I'M GONNA GIVE THESE RATZIS A TASTE OF THEIR OWN MEDICINE!"
- SON OF LIBERTY #11

SENTINELS OF THE MULTIVERSE



★
MINUTE MAN

NATIONAL GUARD



YOU CAN DISH IT OUT - BUT CAN YOU TAKE IT?

ONGOING

WHENEVER MINUTE MAN WOULD BE DEALT DAMAGE BY A VILLAIN TARGET, YOU MAY DESTROY THIS CARD. IF YOU DO, REDIRECT THAT DAMAGE TO THE TARGET OF YOUR CHOICE. THEN, DRAW A CARD.

"I'M GONNA GIVE THESE RATZIS A TASTE OF THEIR OWN MEDICINE!"
- SON OF LIBERTY #11

SENTINELS
OF THE
MULTIVERSE

★
MINUTE
MAN

RALLY THE TROOPS



LET'S MOVE!

ONGOING

POWER: HEROES MAY INCREASE ALL DAMAGE THEY DEAL BY 2 UNTIL THE START OF MINUTE MAN'S NEXT TURN OR THEY MAY REGAIN 2 HP.

"KEEP FIGHTING, TEAM! THE ENTIRE UNIVERSE IS COUNTING ON US!"
- FREEDOM FORCE #6

SENTINELS
OF THE
MULTIVERSE

★
MINUTE
MAN

RALLY THE TROOPS



LET'S MOVE!

ONGOING

POWER: HEROES MAY INCREASE ALL DAMAGE THEY DEAL BY 2 UNTIL THE START OF MINUTE MAN'S NEXT TURN OR THEY MAY REGAIN 2 HP.

"KEEP FIGHTING, TEAM! THE ENTIRE UNIVERSE IS COUNTING ON US!"
- FREEDOM FORCE #6

SENTINELS
OF THE
MULTIVERSE

★
MINUTE
MAN

RALLY THE TROOPS



LET'S MOVE!

ONGOING

POWER: HEROES MAY INCREASE ALL DAMAGE THEY DEAL BY 2 UNTIL THE START OF MINUTE MAN'S NEXT TURN OR THEY MAY REGAIN 2 HP.

"KEEP FIGHTING, TEAM! THE ENTIRE UNIVERSE IS COUNTING ON US!"
- FREEDOM FORCE #6

SENTINELS
OF THE
MULTIVERSE

★
MINUTE
MAN

ETERNAL VIGILANCE 3

TEAM DEFENDER

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OF YOUR OTHER DEFENSE CARDS.

ANY DAMAGE THAT WOULD BE DEALT TO ANOTHER HERO MAY BE REDIRECTED TO THIS CARD.

"QUICK! GET BEHIND ME, AND I'LL TAKE THE BRUNT OF IT!"
- MINUTE MAN #27

SENTINELS OF THE MULTIVERSE

MINUTE MAN

ETERNAL VIGILANCE 3

TEAM DEFENDER

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OF YOUR OTHER DEFENSE CARDS.

ANY DAMAGE THAT WOULD BE DEALT TO ANOTHER HERO MAY BE REDIRECTED TO THIS CARD.

"QUICK! GET BEHIND ME, AND I'LL TAKE THE BRUNT OF IT!"
- MINUTE MAN #27

SENTINELS OF THE MULTIVERSE

MINUTE MAN

ETERNAL VIGILANCE 3

SELF-DEFENSE

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OF YOUR OTHER DEFENSE CARDS.

ANY DAMAGE THAT WOULD BE DEALT TO MINUTE MAN MAY BE REDIRECTED TO THIS CARD.

"EVERYONE GET DOWN! THIS OUGHT TO HOLD THEM AT BAY FOR A WHILE!"
- FREEDOM FORCE #6

SENTINELS OF THE MULTIVERSE

MINUTE MAN

ETERNAL VIGILANCE 3

SELF-DEFENSE

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OF YOUR OTHER DEFENSE CARDS.

ANY DAMAGE THAT WOULD BE DEALT TO MINUTE MAN MAY BE REDIRECTED TO THIS CARD.

"EVERYONE GET DOWN! THIS OUGHT TO HOLD THEM AT BAY FOR A WHILE!"
- FREEDOM FORCE #6

SENTINELS OF THE MULTIVERSE

MINUTE MAN

VANQUISH



ONGOING

AT THE START OF YOUR TURN, MINUTE MAN DEALS 1 TARGET 1 MELEE DAMAGE.

"PUT A SOCK IN IT!"
- FREEDOM FORCE #3

**SENTINELS
OF THE
MULTIVERSE**



**MINUTE
MAN**

VANQUISH



ONGOING

AT THE START OF YOUR TURN, MINUTE MAN DEALS 1 TARGET 1 MELEE DAMAGE.

"PUT A SOCK IN IT!"
- FREEDOM FORCE #3

**SENTINELS
OF THE
MULTIVERSE**



**MINUTE
MAN**

VANQUISH



ONGOING

AT THE START OF YOUR TURN, MINUTE MAN DEALS 1 TARGET 1 MELEE DAMAGE.

"PUT A SOCK IN IT!"
- FREEDOM FORCE #3

**SENTINELS
OF THE
MULTIVERSE**



**MINUTE
MAN**

VANQUISH



ONGOING

AT THE START OF YOUR TURN, MINUTE MAN DEALS 1 TARGET 1 MELEE DAMAGE.

"PUT A SOCK IN IT!"
- FREEDOM FORCE #3

**SENTINELS
OF THE
MULTIVERSE**



**MINUTE
MAN**

SENTINEL
SI
COMICS
32

MINUTE MAN



SUPER-PATRIOT!
POWER: DRAW A CARD OR PLAY A CARD.



ONE HERO MAY USE A POWER NOW.
ONE PLAYER MAY DRAW UNTIL THEY HAVE 5 CARDS IN HAND.
DESTROY AN ENVIRONMENT CARD.

